REMARKS

Claims 1-24 are pending. A marked-up version of the amendments have been attached pursuant to CFR § 1.121. Reconsideration and allowance is respectfully requested in light of the foregoing amendments and the following remarks.

The specification has been amended to correct typographical errors. No new matter has been added.

All of the pending claims stand rejected as being anticipated by U.S. Patent No. 5,744,670 to Montulli. This rejection is respectfully traversed.

Montulli is discussed in the Background section of the present application. In describing Montulli, the present application states "After the HTTP server receives the request, it transmits the file, as well as a state object, to the HTTP client. The state object, also known as a "cookie", typically includes a name attribute, an expiration attribute, a domain attribute, a path attribute, and an attribute requesting transmission using a secure channel. . . . Thus, *after making an initial request to the server and providing information to the server* (such as a user name, password, credit card information, etc.), future requests to the server within the domain name can be made without having to continually provide the information. This information is sent in the cookie." (p. 1, ln. 8 - p. 2, ln. 9; emphasis added). Fig. 4 of Montulli further shows the steps of sending a URL to the server (step 172), returning a HTML document and cookies to the client (step 174), *and then* sending cookies to the server (step 178).

In contrast, claim 1 requires "storing a plurality of state objects on the HTTP client *prior to an initial interaction with the HTTP server.*" (emphasis added). Since the method of claim 1 is opposite to Montulli, it is deemed to be in condition for allowance

Claim 7 requires "storing a plurality of state objects on the HTTP client *prior to any interaction with a first HTTP server;*" claims 15 and 16 require "storing a plurality of state objects on the HTTP client *independent of an HTTP server;*" claims 15 and 17 require "receiving a request for information from an HTTP client, *the request being a first interaction between the HTTP server and the HTTP client;*" and claim 18 requires "storing a plurality of state objects in the memory, *independent of a particular server.*" (emphasis added). None of these limitations

5

exist in Montulli, and therefore the respective claims are deemed to be in condition for allowance.

Each of the remaining pending claims are patentable over the prior art for additional reasons clearly evident. Furthermore, the dependent claims further limit their respective independent claims and are therefore allowable as well.

An early formal notice of allowance of claims 1-24 is requested.

Respectfully submitted,

David M. O'Dell
Registration No. 42,044

Date: July 9, 2002
HAYNES AND BOONE, LLP
901 Main Street, Suite 3100
Dallas, Texas 75202-3789
Telephone: 214/651-5000
Facsimile: 214/651-5940
D-1022618.1

I hereby certify that this correspondence is being deposited with the United States Postal Service as first class mail in an envelope addressed to: Commissioner For Patents, Box Non-Fee Amendment, Washington, D.C. 20231

On   7-10-02

In the Specification:

Replace the paragraph on page 2, line 18 through page 3, line 10 in its entirety to read:

--There are, however, many limitations associated with using such a prior art system and method. To begin with, a state object is transmitted from a server to a client only after the client has requested information (such as a file, document, video, etc.) from the server. Thus, a client must have interaction with a server before the state object can be sent from the server and stored on the client to be used in future requests to the server. Another limitation is the fact that the state object can only be used when a future request is made from the client to a server that is within the domain identified in the domain attribute. If the client requests information from a server that is not within the identified domain name, then the state object may not be used. Instead, another state object must be created by the server in the new domain being accessed. For example, a user may provide information to a domain name (such as store1.com) to purchase a compact disk (CD). If the user then wanted to access a different domain name (such as store2.com) to purchase another compact disk, the store1.com state object could not be utilized. Instead, the user would have to provide much of the same information to store2.com that was provided to store1.com so that a new state object could be created to allow the user to perform a similar function ([i.e.] e.g., buy a CD) from store2.com. Thus, transactions may only be handled between specific clients and specific servers. This leads to inefficiencies for the user and within the network because time will be spent creating multiple state objects that perform similar functionality and space will be utilized storing these multiple state objects. --

Replace the paragraph on page 5, lines 8 - 14 in its entirety to read:

--When utilizing the internet, a user (e.g., the client computer [12] 18) typically makes a request to a server (e.g., the computer [18] 12) for information. The request is usually made by specifying a Uniform Resource Locator ("URL") which is an address for a web page that contains the information to be accessed. After the information has been accessed, a cookie that contains the attributes listed above is sent from the server 12 and stored on the client 18. The cookie can then be used only if the user is accessing the same server.--

<u>In The Claims</u>:

1.   (Amended) A method of presenting custom information to an HTTP client from an HTTP server, the method comprising the steps of:

storing a plurality of state objects on the HTTP client prior to an <u>initial</u> interaction with the HTTP server;

initiating an interaction between the HTTP client and the HTTP server;

requesting information from the HTTP server;

sending <u>at least</u> one of the state objects to the HTTP server so that the information can be formatted responsive to the sent state object; and

receiving the formatted information to the HTTP client.

2.   (Amended) The method of claim 1 further comprising the step of:

selecting the one state object based on the information requested <u>and prior to any interaction between the HTTP client and the HTTP server</u>.

15.   (Amended) A communication network comprising:

a client system having a client processor and a client computer readable medium coupled to the client processor, the client computer readable medium containing program instructions for:

storing a plurality of state objects<u> independent of an HTTP server</u>;

requesting information from [an] <u>the</u> HTTP server;

sending the plurality of state objects to the HTTP server; and

receiving the information from the HTTP server based on the plurality of state objects; and

a server system having a server processor and a server computer readable medium coupled to the server processor, the server system coupled to the client system, the server computer readable medium containing program instructions for:

receiving [a] <u>the</u> request for information from the client system<u>, the request being a first interaction between the HTTP server and the HTTP client</u>;

receiving the plurality of state objects; and

8

transmitting the information to the client system based on the plurality of state objects.

16.   (Amended) A computer readable medium on an HTTP client, wherein the computer readable medium includes executable program instructions for:

storing a plurality of state objects on the HTTP client <u>independent of an HTTP server</u>;

requesting information from [an] <u>the</u> HTTP server;

sending the plurality of state objects to the HTTP server; and

receiving the information from the HTTP server based on the plurality of state objects.

17.   (Amended) A computer readable medium on an HTTP server, wherein the computer readable medium includes executable program instructions for:

receiving a request for information from an HTTP client<u>, the request being a first interaction between the HTTP server and the HTTP client</u>;

receiving, from the HTTP client, a plurality of state objects; and

transmitting the information to the HTTP client based on the plurality of state objects.

18.   (Amended) A computer system comprising:

a processor;

memory coupled to the processor; and

a computer readable medium coupled to the processor, wherein the computer readable medium [including] <u>includes</u> executable program instructions for:

storing a plurality of state objects in the memory, independent of a particular server;

submitting an information request to a server; and

sending at least one of the state objects to the server so that the information can be received responsive to the sent state objects.